










Emotes & Game Commands

/afk	/clap	/flute	/paper	/scratch
/age	/congrats	/goteam	/petname	/shoo
/agree	/cough	/guitar	/pickme	/sigh
/attention	/dance	/health	/point	/sit
/beckon	/deaths	/help	/ponder	/sorry
/beg	/doh	/highfive	/pout	/stand
/boo	/doubletake	/jump	/ready	/taunt
/bored	/drums	/kneel	/roar	/voilin
/bow	/excited	/laugh	/rock	/wave
/bowhead	/fame	/moan	/roll	/yawn
/catchbreath	/fistshake	/namepet	/salute	/yes
/cheer	/flex	/no	/scissors	

Conditions

 BLEEDING	Bleeding causes long-lasting but minor Health degeneration.
 BLINDNESS	When Blinded, your attacks have a high chance to miss.
 BURNING	Burning causes short-term but rapid Health degeneration.
 CRIPPLED	When Crippled, your movement is slowed.
 DAZED	When Dazed, your casting speed is slowed and your spells are easily interrupted.
 DEEP WOUND	A Deep Wound reduces your maximum Health and the effectiveness of healing you receive.
 DISEASE	Disease causes minor Health degeneration and spreads easily to nearby creatures.
 POISON	Poison causes medium-strength Health degeneration. When Poisoned, your Health bar turns green.
 WEAKNESS	Weakness reduces the base damage of your physical attacks.

Keyboard Commands

Menu Items & Windows

Targeting

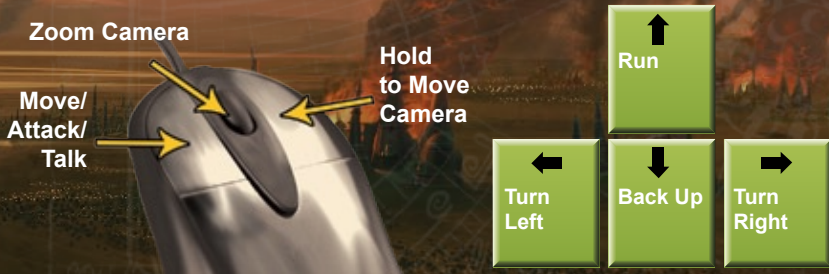
Movement

Combat

Esc Close Dialog/ Cancel Skill	F1 Weapon Slot 1	F2 Weapon Slot 2	F3 Weapon Slot 3	F4 Weapon Slot 4	F5 Open Bag 1	F6 Open Bag 2	F7 Open Bag 3	F8 Open Bag 4	F9 Open All Bags	F10	F11 Options	F12 Log Out	
Chat Window	1/! Skill 1/ All Chat	2/@ Skill 2/ Guild Chat	3/# Skill 3/ Party Chat	4/\$ Skill 4/ Trade Chat	5/% Skill 5/ Alliance Chat	6 Skill 6	7 Skill 7	8 Skill 8	9	0	-	= Backspace Reply	
Tab Target Next/ Previous	Q Strafe Left	W Run	E Strafe Right	R Autorun	T Called Target	Y	U Mission Map	I Inventory	O Score Chart	P Party	[Target Previous] Target Next	\ Target Closest
Caps Lock	A Turn Left	S Back Up	D Turn Right	F Target Self	G Guild	H Faction & Titles	J	K Skills & Attribs.	L Quest Log	; Target Item	' Target Self	Enter Chat	
Shift	Z Look Behind	X Reverse Direction	C Target Closest	V Target NPC	B Observe (PvP only)	N Friends	M World Map	,	.	/	Shift		
Control Show Targets	Alt Show Others	Space Bar Default Action						Alt	Control Language Toggle				

The Guild Wars® Website

Head to www.guildwars.com for the latest strategy updates, informative gameplay articles, the Guild Ladder, tournament news, and answers to frequently asked questions. You can also contact the support staff with any additional *Guild Wars Nightfall™* inquiries.



Skill Types

ATTACK	An enhanced melee or projectile attack.
CHANT	A Chant bestows a benefit (or “buff”) on allies within its area of effect who meet its requirements.
ECHO	An Echo adds an additional effect to a Chant or Shout, usually when that Chant or Shout ends.
ECHANTMENT SPELL	A spell that causes a positive effect for a period of time (e.g., speed, increased armor, increased Energy).
FORM	A Form is a powerful long-lasting effect that changes the appearance of your character; you can only use one at a time.
GLYPH	A skill that enhances the next spell you cast.
HEX SPELL	A spell that causes a negative effect for a period of time (e.g., movement/attack speed reduction, Health or Energy degeneration).
NATURE RITUAL	Creates a spirit that emits an environmental effect, affecting both friends and foes.
PREPARATION	A skill that enhances your attacks for the next few seconds.
SHOUT	A motivational phrase that benefits you and nearby allies, or hinders nearby enemies.
SIGNET	A skill that costs no Energy to use.
SPELL	A skill that results in a one-time effect, such as damage, healing, Energy loss or gain.
STANCE	A posture that provides an advantage in battle, either by protecting against attacks or improving your offensive abilities.
TRAP	Creates a trap that you set and leave for your enemy to trigger.
SPIRIT	A skill that creates a temporary spectral incarnation that casts a temporary effect on surrounding enemies and allies.



Anatomy of a Skill



Range

